



STEAM

ACADEMY

IMAGINE INVENT INSPIRE

SETTING OUR STUDENTS UP TO BE INNOVATORS, EDUCATORS, LEADERS & LEARNERS OF THE 21ST CENTURY



Challenge-based learning with real-world, globally relevant applications - S.T.E.A.M. Academy gives our students hands-on learning opportunities and specialized instruction in the areas of Science, Technology, Engineering, Art & Mathematics.

THE GOAL OF THE S.T.E.A.M. ACADEMY IS TO:

- Provide students with specialized instruction and achieve skills in a variety of modalities.
- Develop a long-lasting interest for innovation and creative problem-solving utilizing the 4 Cs:
 - Communication
 - Critical Thinking
 - Collaboration
 - Creativity
- Increase self-esteem and confidence with new skills and platforms to showcase their projects.
- Begin developing an individual portfolio of projects and leadership opportunities.
- Acquire proficiency in a multitude of technologies and makerspace components.
- Build new friendships.
- Develop long-term leadership skills through an emphasis on empowering the student creator.
- Cultivate teamwork skills and positive role-modeling within the Academy and school community.



SCHEDULE:

- The STEAM Academy replaces the students complementary courses.
- All classes are supervised by certified teachers and instructors.

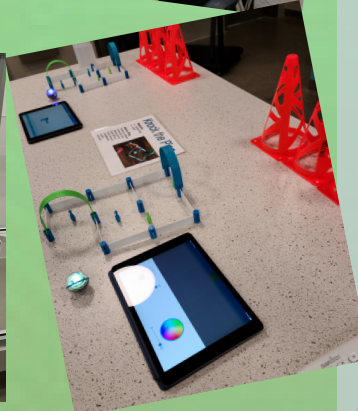
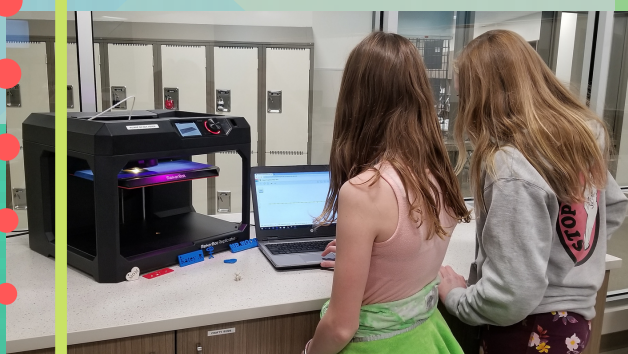
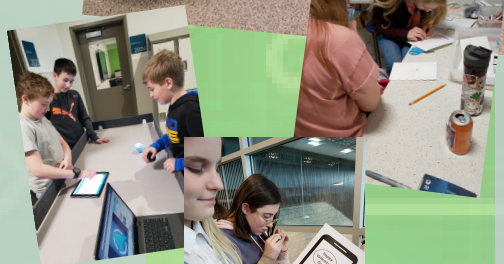
POTENTIAL ACTIVITIES:

3D Printing
 Animation
 Augmented Reality
 Coding
 Digital Citizenship
 Gaming
 Google Suite Education
 Green Screen
 Inventions
 Leadership
 Makerspace
 Photo Shop
 Portfolio
 Robotics
 Tech Education
 Websites
 Drone Challenges
 Video Creation
 Virtual Reality

Activities may vary each year.

POTENTIAL OFF-SITE OPPORTUNITIES

Sturgeon Composite High School
 Edmonton Public Library -
 Makerspace
 Skills Canada Provincial
 Competition
 DiscoverE (U of A Engineering)
 Let's Talk Science (U of A)
 NAIT
 Virtual Field Trips
 (3M, Space Station, Etc.)



ACADEMY STUDENTS MUST:

- Have good academic standing and proven ability to maintain their academic potential.
- Be highly motivated, disciplined, dedicated, and coachable with a commitment to improvement of skills

CURRICULUM-BASED & INCORPORATES:

- ICT Outcomes
- Science, Math & Language Arts
- Career and Technology Foundations
- Art

TOPICS OF STUDY INCLUDE:

Engineering Design Models
 Problem-Solving
 Resiliency
 Digital Citizenship &
 Technology Fluency
 Portfolio Design
 Collaboration & Communication
 Leadership

PROGRAM FEE:

Grade 5: \$200
 Grade 6: \$250
 Junior High: \$300
 Fees are due by Sept. 30, 2022.

FEES INCLUDE:

Program Apparel
 Transportation
 Field Trip Costs
 Tournament Fees
 Equipment Purchases

**program fee is subject to Board and Ministerial approval.*

"I like STEAM because it lets me use my imagination. I get to create lots of things and learn about technology. I get to explore my ideas."

ETHAN K.

FWPS Student

"I like STEAM because it encourages me to get creative with my resources. I also like it because I get to explore technology."

LORELEI M.

FWPS Student

"STEAM helps me learn new things that I might need in the future."

KATIE D.

FWPS Student

"STEAM is important to me because it inspires me to try new things and be creative with my friends. You can program and design new things on a computer and just have fun!"

DACIE A.

FWPS Student

